

L Number	Hits	Search Text	DB	Time stamp
12	21675	(transparent or invisible) near10 (item\$1 or object\$1)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 10:43
13	5	character\$1 near10 (mov\$4 or reach\$4 or approach\$5) near10 ((transparent or invisible) near10 (item\$1 or object\$1))	USPAT; US-PGPUB; EPO; JPO	2004/07/02 10:56
14	379	character\$1 near10 (mov\$4 or reach\$4 or approach\$5) near10 (sound or voice\$1 or invisible)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 13:30
15	379	(character\$1 near10 (mov\$4 or reach\$4 or approach\$5) near10 (sound or voice\$1 or invisible)) and (distance\$1 near10 (character\$1 or voice or sound or (invisible near5 (object\$1 or item\$1))))	USPAT; US-PGPUB; EPO; JPO	2004/07/02 11:04
16	13	((character\$1 near10 (mov\$4 or reach\$4 or approach\$5) near10 (sound or voice\$1 or invisible)) and (distance\$1 near10 (character\$1 or voice or sound or (invisible near5 (object\$1 or item\$1)))) and (game near5 space\$1)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 12:45
17	23	distance near5 between near10 character\$1 near10 (sound or invisible)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 13:25
22	2	((("6589120") or ("6102801")).PN.	USPAT; US-PGPUB; EPO; JPO	2004/07/02 13:55
24	1	((("6589120") or ("6102801")).PN.) and sound	USPAT; US-PGPUB; EPO; JPO	2004/07/02 14:19
27	20	character\$1 same (approach\$5 or reach\$5 or arriv\$4 or discover\$5 or obtain\$5) same ((hidden or hid\$5 or detect\$7) near7 (item\$1 or object\$1 or enem\$5)) same (sound or audio or music)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 14:44